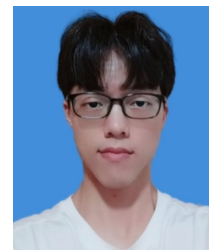


Zhixin Ling(凌致新)

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Educational Background

2016-09 ~ 2020-06	Shanghai Jiao Tong Univ.(Supervised by Li Niu)	Computer Science (Bachelor)
GPA: 3.82/4.30 (Rank 20.55%); CET6: 591; Courses include Artificial Intelligence, Machine Learning, Computer Graphics.		
2020-09 ~ 2023-06	Fudan Univ.(Supervised by Xiangdong Zhou)	Software Engineering (master)
GPA: 3.60/4.00 (Rank 25.53%). Courses include data science, machine learning theories, frontier of big data.		

Research Experiences

1. [Multi-Level Region Matching for Fine-Grained Sketch-Based Image Retrieval](#). **ACMMM22, 1st author**
a.Discriminative region extraction for sketch/image. b.Matching scores synthesis for multi-level regions.
2. [Conditional Stroke Recovery for Fine-Grained Sketch-Based Image Retrieval](#). **ECCV22, 1st author**
a.Unsupervised stroke extraction. b.Image-based sketch recovery. c.Cross-Modality double-anchor InfoNCE.
3. [Zero-Shot Sketch-Based Image Retrieval with Structure-aware Asymmetric Disentanglement](#). **CVIU22, 2nd author**
a.Image disentanglement to structure & appearance. b.Retrieval distances synthesis of different spaces.
4. [Few-shot Single-view 3D Reconstruction with Memory Prior Contrastive Network](#). **ECCV22, 3rd author**
a.Add 3D shape prior for 3D reconstruction. b.3D-aware contrastive learning to learn soft negative distances.
5. [DoveNet: Deep Image Harmonization via Domain Verification](#). **CVPR20, 5th author**
6. [PanoSwin: A Panoramic Shift Windowing Scheme for Panoramic Tasks](#). Unpublished, 1st author
a.New shift windowing that adapts SwinT+ FasterRCNN for PanoDetection. b.Distill traditional ability to panorama.
7. [SKP: Selective Knowledge Preservation for Zero-Shot Sketch-Based Image Retrieval](#). Unpublished, 1st author
a.Multi-Scale Knowledge Distillation. b.New discovery that granularity inconsistency hampers KD. c. Sketch Augs.

Project Experiences

1. 2021.01-2021.11, [We detect object in panoramic images of motor rooms to device varying](#).
a. Augmentation of horizontal rolling, sphere rotation, pano stretch. b. Multi-test to locate incomplete objects.
2. 2020.12-2021.10, [Establishment of panoramic image visualization system that support compressed forms](#).
a. Fore-end image rendering via HTML+JS+THREE. b. Wrap basis compressing algorithm at back-end via Python.
3. 2017.01-2018.03, [Double-player GreedySnake via Qt5\(C++ & QML\)](#).
a. Support different speeds, roles and difficulties. b. Support map editor. c. Support AI, PvP & LAN games.
4. 2019.02-2019.10, [Reproduction of AlphaGoZero in Five-In-Row games via tensorflow](#).
a. Support Double-Player Five-In-Row games. b. Network-guided MonteCarlo search. c. Our AI rivals Novice AI.

InternShip experiences

2022-04 ~ 2022-09	Bytedance	Computer vision intern
1. Investigation of diffusion models in image synthesis tasks .		
2. Participation in color matching datasets, extracting main colors for salient objects and texts.		
3. Participation in selling point generation project, automatically generating selling points via product images and names.		

Other info

Professional interests: computer vision, sketch-image retrieval, object detection, panoramic feature learning, etc.

Social practices: President of Fudan club "Zhuxin Club", having organized several large public welfare projects.

